

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	10/726612	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:20
L2	2130	(game gaming) adj field	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:30
L3	3594	(game gaming) adj2 field	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:31
L4	102	(game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:32
L5	9	4 base with model	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:32
L6	9	4 base with model @ad< = "2002355882"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:34
L7	4	4 base with model @ad< = "20021206"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:34
L8	6	4 base with model @ad< = "20041206"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:34
L9	0	(game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3 2p	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:41

L10	54	(game gaming) with field (player user) with (operation input) image angle pixel with calculat\$3 p	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:42
L11	23	10 @ad<="20031206"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:42
L12	4	(game gaming) with field (player user) with (operation input) image angle with pixel with calculat\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:43
L13	84	(game gaming) with field (player user) with (operation input) image angle with pixel	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:44
L14	25	(game gaming) with field (player user) with (operation input) image with angle with pixel	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:44
L15	6	(game gaming) with field (player user) with (operation input) image with angle with pixel @ad<="20031206"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:44
L17	12	((game gaming) field (player user) (operation input) composi \$3 image).dlm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/02/11 20:56
L18	12	((game gaming) field (player user) (operation input) composi \$3 image).dlm.	US-PGPUB; USPAT	AND	ON	2011/02/11 20:56
S1	1236	game adj field	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 08:18
S2	2	game adj field composition adj rate	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 08:18
S3	94	game adj field viewpoint	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 08:20

S4	5	(game play\$3) adj field composition adj rate	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 08:27
S5	207	(game play\$3) adj field change with (viewpoint light)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 08:48
S6	53	S5 texture	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 09:07
S7	24	S6 model	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 09:07
S8	38	S6 model\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2006/11/06 09:08
S9	4	(5877769 6049337).pn.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/07/16 21:50
S10	1	(5877769 6049337).pn. ratio	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2010/07/16 21:50
S11	0	composit\$3 with ratio with angle with (second adj2 image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/01/24 11:35
S12	11	composit\$3 with ratio with angle (second adj2 image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/01/24 11:35
S13	112	composit\$3 with pixel with angle with image	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/01/24 11:37

S14	71	composit\$3 with pixel with angle with image (ratio)rate)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/01/24 11:39
S15	4	composit\$3 with pixel with angle with image (ratio)rate) (game gaming)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	AND	ON	2011/01/24 11:40

EAST Search History (1 interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L16	1	((game gaming) field (player user) (operation input) composit\$3 image).clm.	USPAT; UPAD	AND	ON	2011/02/11 20:56
L19	1	((game gaming) field (player user) (operation input) composit\$3 image).clm.	USPAT; UPAD	AND	ON	2011/02/11 20:57
L20	0	((game gaming) field (player user) (operation input) composit\$3 image base model).clm.	USPAT; UPAD	AND	ON	2011/02/11 20:58
L21	1	((game gaming) field (player user) (operation input) composit\$3 image base model).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 20:58
L22	12	((game gaming) field (player user) (operation input) composit\$3 image).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 20:58
L23	5	((game gaming) field (player user) (operation input) composit\$3 image base).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 20:59
L24	5	((game gaming) field (player user) (operation input) composit\$3 image base angle).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 20:59
L25	3	((game gaming) field (player user) (operation input) composit\$3 image base angle first second).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 20:59
L26	0	((game gaming) field (player user) (operation input) composit\$3 image base angle pixel).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 21:00

L27	0	((game gaming) field (player user) (operation input) composit\$3 image angle pixel).clm.	US-PGPUB; USPAT; UPAD	AND	ON	2011/02/11 21:00
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